



New keyword
This scenario introduces a new keyword: **Immobile**. An immobile enemy cannot be moved from its starting location. If engaged with an investigator who moves away, the immobile enemy remains at its location, in its ready state. Immobile enemies are immune to any card effect which would cause it to move. If an enemy should somehow have the Hunter keyword in addition to Immobile, it does not move.

Suggested Location Layout
The locations in the North Woods are fluid, as you can easily get lost. Place the Narrow Footpath in the center of the table, with room for the Gloomy Woods locations to be placed around it.



Into the Gloomy Woods

The fires in Wrotham have brought ruin and destruction to the once peaceful town. However, you found it odd that the townsfolk seemed to have abandoned the place before the flames began. Where have they gone?

The answer to that mystery, along with why the town caught fire, might be found if you head north into the woods. At least, that's what you've come to believe since you found those burnt pages. Although difficult to read, they have provided some interesting information. There are fragments of old tales which describe a nearby hill. In centuries past, captives would be burned alive there in mysterious ceremonies. Scrawled notes in the margin of a page mention some kind of doorway at the top of the hill, but fail to explain how or why. The place is called the Scorched Cairn, and stories say that the woods somehow protect it. The path there is never the same, and the trees themselves lead those who would seek the Cairn astray and into danger.

The shadowed trees stand before you, lit in the darkness by the glow of fires from the town behind. It sounds like a lovely place, you think.

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Resolution 3: Although you can't imagine it's true, you suspect that something horrible might have occurred here without intervention. What was supposed to happen with this strange artifact in this desolate location? There were certainly people who greatly desired to find out, but you didn't let them stop you. Whatever they were up to was not good for anyone. In any case, you now have a mysterious tablet. You decide not to smash it, as you're not sure what might happen if you do. No, it would be best to leave it somewhere safe. In fact, you know just the place. It's time to call on an old friend at the Miskatonic Library.

If you rescued the townsfolk: Once back in Arkham, you track down Edward Ekholt to give him the good news. You inform him that his family is safe, and waiting for him at the Grand Hotel. "Thank you so much! I'm so relieved!" Edward rushes out the door to meet his family.

Otherwise: Once back in Arkham, you reluctantly search for Edward Ekholt. You find him at the diner, and he immediately knows what you've come to tell him by the look on your face. "Oh no..." he says as he begins to cry.

Continued...

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Setup Continued

- ◆ Place the Narrow Footpath into play. All investigators begin here.
- ◆ Shuffle all the Gloomy Woods location cards together to form the Gloomy Woods deck.
- ◆ Draw the top 4 cards from the Gloomy Woods deck and place them into play unrevealed.
- ◆ If you have rescued the mayor, he gladly shares some information about the North Woods. Reveal 2 of the Gloomy Woods locations. Any Revelation effects do not apply.
- ◆ Play begins!

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If no resolution was reached (each investigator resigned, or was defeated): Go to Resolution 1.

Resolution 1: The destruction of Wrotham and the once peaceful forest is total and complete. The inferno eventually cools, but that part of the forest continues to smolder and smoke with embers that never extinguish.

Occasionally, sections of wilderness surrounding the "Wrotham Fires" (or simply the "Fires" as the area will be known) ignite and blaze, seemingly in accordance to some unknown design.

Rumors of what happened are wide and varied, with the old folks in the surrounding towns believing that either the government is responsible, or that a volcano erupted (despite assurances that neither is the case).

Continued...

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Act 1a Finding the Cairn

The night is dark, but you can see fire on a hill in the distance. You must somehow find the place known as the Scorched Cairn, and heading for that fire seems like as good a plan as any.

Objective - At least one investigator must be at the Burning Knoll. Then all investigators may, as a group, spend the requisite number of clues to advance.

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Resolution 2: It required all your force of will to face down a thing made of fire, rather than run screaming into the night. Despite the fear, you were able to stop the reality-defying creature before it harmed others. You can't explain where it came from, nor why those insane people wanted it here. One thing is for sure though. You won't ever be able to sit by a fireplace again. As for the tablet, you decide not to smash it. Who knows what might happen if you do. No, it would be best to leave it somewhere safe. In fact, you know just the place. It's time to call on an old friend at the Miskatonic Library.

If you rescued the townsfolk: Once back in Arkham, you track down Edward Ekholt to give him the good news. You inform him that his family is safe, and waiting for him at the Grand Hotel. "Thank you so much! I'm so relieved!" Edward rushes out the door to meet his family.

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Continued...

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Act 2a Fragment of Cinders

After examining some of the more difficult to read parts of the notebook, you find a reference to a clay tablet called the "Fragment of Cinders." The tablet was apparently discovered buried deep in the woods west of town. The book claims that the tablet can be used to open a doorway to a being known as the Cinder-Man. Although the idea sounds insane, perhaps finding this tablet holds the key to bringing calm to the area.

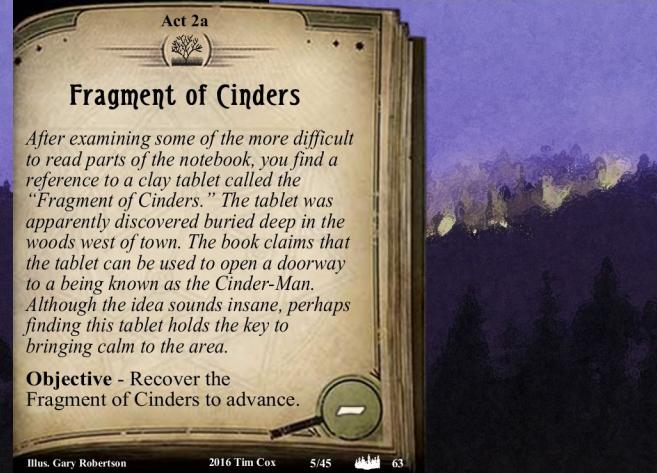
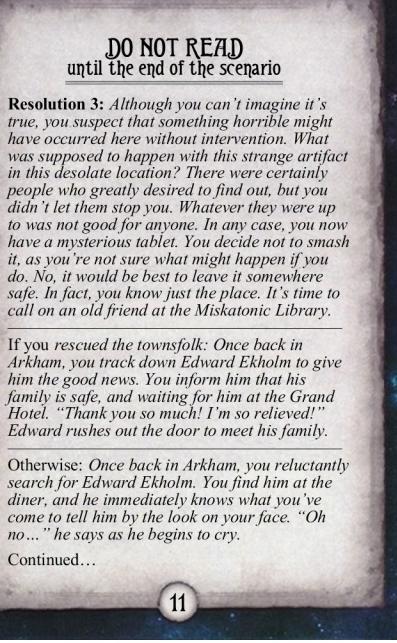
Objective - Recover the Fragment of Cinders to advance.

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Resolution 2: (continued)

- ❖ In your Campaign Log, record that the investigators defeated the Cinder-Man.
- ❖ Each investigator suffers 1 mental trauma from facing a being of flame.
- ❖ If you have been kissed by fire, you take 1 mental trauma from the horrific nightmares that plague you.
- ❖ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator also earns 8 bonus experience for defeating the fiery monstrosity before it escaped.
- ❖ The investigators win!

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Resolution 1: (continued)

- Others suspect an underground coal fire exploded, but have been unable to prove it. Examining the area is difficult, as venturing into the Fires is deadly. None who have entered have returned, with death by fire or smoke suspected.*
- Another mystery are reports of strange people spotted in and around the Fires. They are never seen up close, and most think those who claim to have seen these people are either confused or frauds. Wrotham has become a seething wasteland.*
- ❖ In your Campaign Log, record that the Cinder-Man is free, and has destroyed the North Country.
 - ❖ Each surviving investigator is killed, unless you have been kissed by fire, in which case you go crazy and become a servant of the Cinder-Man.
 - ❖ The investigators lose.

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Gloomy Woods Deck Rules

Certain cards will instruct you to discard a Gloomy Woods location or to draw from the Gloomy Woods deck. When you do, the following rules apply.

When a Gloomy Woods location is discarded, all investigators at the discarded location are moved to the Narrow Footpath, along with any engaged enemies. This move does not trigger attacks of opportunity. If an enemy is not able to move to the Narrow Footpath (for example, a Barricade), it moves to the closest valid location (disengaging if necessary).

If the location has a victory point value and no clue tokens, place it in the victory display. Otherwise, shuffle the location back into the Gloomy Woods deck. Immediately draw a new Gloomy Woods location.

When a Gloomy Woods location is drawn, place it into play unrevealed as usual. When revealed, it collects the usual clue tokens as shown on the location, even if that location had previously been in play and the clue tokens were collected.

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Setup

- ❖ Gather all cards from the encounter sets North Woods, Fire Cult and Burning Ground. They have the following icons, respectively:



- ❖ Set Scorched Cairn, Cinder-Man, and Captured Townsfolk aside.
- ❖ If Landon Hullet has been killed, place him out of play. Otherwise, set him aside.
- ❖ Shuffle the remaining encounter cards to form the encounter deck.
- ❖ Add 1 ♦ token to the chaos bag for the remainder of the campaign.
- ❖ If Wrotham has been destroyed, place 2 doom on the current agenda.

Continued on the next card...

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Fragment Recovered

ACT 2b
You carefully lift the clay tablet off the stone altar. The tablet is hot at first - so hot, it burns your hands. Once lifted though, it quickly cools and is warm to the touch. Strangely, the heat seems to be originating from within the tablet itself rather than an outside source.

It is covered in faint, incomprehensible etched characters that glow with a ghostly orange light. After the experiences you've had in the past few hours though, you're thankful that you don't know what it says. That is a concern for someone else. For now, you hope that since the tablet is secure, Wrotham and the surrounding area can finally have some peace.

You have recovered the Fragment of Cinders.

- ❖ If you have defeated the Cinder-Man: (→R2)
- ❖ Otherwise: (→R3)

The Hidden Path

ACT 1b
You have discovered a hidden path leading away from the horror of townsfolk in the flaming cages. At the head of the path you spot a strange sigil carved into a tree. You've seen this symbol before - in the charred notes you found.

Flipping through the mostly unreadable pages, you find that the symbol is somehow connected to the place known as the Scorched Cairn. You believe you've found the way forward.

There are a few other legible paragraphs near the sigil as well - perhaps they hold some valuable information. You pause for a moment to study it, and learn what you can.

Place the Scorched Cairn into play. If Agenda 2 is active, place the Cinder-Man in play at the Scorched Cairn as well.

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Resolution 3: (continued)

- ❖ In your Campaign Log, record that the doorway to the Cinder-Man has been closed.
- ❖ If you have been kissed by fire, you take 1 mental trauma from the horrific nightmares that plague you.
- ❖ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator also earns 4 bonus experience for preventing the impending fiery disaster.
- ❖ The investigators win!

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